

# LIBERTERREAN



Piemonte Reale Cavalleria, 1692  
Royal Piedmont Cavalry, 1692

# 22

# LIBERTERREAN

No. 222

March 19, 1985

LIBERTERREAN DEADLINE IS: Monday, April 8, 1985

## LEPRECON:

Just as with last year, LepreCon provided me with the opportunity to get faces to those disambiguated telephone voices, or letter hand-writing I receive every week. Gary Conaghan looks just as I imagined taller all, I'd seen him picture). But Paul Gardner looks entirely different. Somehow I nonally associate deep booming voices with dark hair and complexion. Paul is as blond as he can be. Bob O'Donnell looks and acts just as friendly as he sounds over the phone. Aden and Samantha enjoyed a little more interaction than they did last year when he was only 6 weeks old. I think Aden liked Kss's HP terminal more than anything else there.

I was invited to play England in a Diplomacy game with Stephen Lee in France, Paul Gardner in Germany, Mike Ehl in Russia, Terry Tallman in Turkey, Ken "Mad Dog" Corbin in Austria, and Bruce McIntyre in Italy.

Stephen and I agonized for a few seconds over Paul's seeming ambition to take 3 centers in Fall '81. Boy were we wrong! First, I bonced him in DEN. Stephen waited into MW, and Paul mis-wrote and bounced himself out of BEL! No bids to Germany and 3 to France! Stephen was on his way!

Mike Ehl used telepathy to tell me which 50-50 move he intended, so I was able to "eat-guess" him in two crucial seasons. This cost him STP and the annihilation of his northern

Fleet. By this time, Turkey and Austria had pushed into MID, France having built no fleet in '0f.

Ken tried to convince Stephen and me they had a stalemate line. Only 14 centers were behind their line, but I insisted they had no line in the face of Ken's facts. What neither Ken nor I knew was Terry already had his stah orders in the box, and so was much relieved when he didn't have to veto the 5-way draw. I never vote for such draws, anyway! When Ken and Mike turned around against Terry, his only hope was for me to join him and stah Stephen.

Stephen failed to write orders for BUR and MAR on two crucial turns and so lost MW and failed to re-take SPA from Turkey. By this time I had retaken MID, but was dislodged helping to retake SPA, and so had to retreat into France's POR center. Next, Stephen's fleets in SPAS and MAR pushed Terry's fleet out of LYD (with my cut of WES). Here it was Terry's turn to err. He retreated F-Iyo/OTB!

At this point, when I again refused to stah Stephen (I told him I thought I could win without stabbing Stephen -- so why do it?) he proposed a concession to an 11 center England (Terry also had 19 or 11 centers). After some discussion, we all accepted.

Thanks to Joan Extrom and Ken Corbin and Samantha for putting together another great weekend. I could only be there Saturday, but it was clear to me 16 or more people were enjoying themselves greatly.

## NOTICE:

Keith Sherwood, 9866 cliffridge, La Jolla, CA 92037, and Jim Burgeon, 189 Holsen St., Providence, RI 02908 are the co-directors of the US Orphan Service/Orphan Games Project.

PEERICON V will be August 10-11, 1985. BEETHOVENCON III will be Dec. 7-8, 1985. For more information, contact: Larry Peory, Box 8416, San Diego, CA 92102.



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The 9th Annual North American Zine Peli, and the 8th Annual North American Gamesmaster Peli have a deadline for ballots of June 29, 1985. For more information write Bruce Lineoy, 73 Ashmeist St. 93, Dalton, MA 01226 or Pat Conien, Box 17014, LSU, Baton Rouge, LA 70803.

## LETTERS:

Dear Jim,

Thank you very much for a copy of the Libterrean. I only play Diplomacy and don't understand the other games you carry.

I must thank Larry for sending you my name.

Unfortunately I will have to decline his offer for your offer to play. I am currently involved in two postal games. That pine getting married thros months ago just came into my time.

Thanks again.

Sincerely,  
Ed Manders

(This means Larry Peory's XENO is temporarily without a champion, and we again have only five players ready.)

Dear Jim:

On behalf of the Don Miller Memorial Award Administration and Nomination Committees I am pleased to inform you that you have been nominated for the 1985 Award for your many services to the hobby during 1984.

Your nomination continues the tradition of the hobby recognizing its finest.

Congratulations....

Sincerely,  
Larry Peory

(This is nice. I must say. I am pleased. My Bippy Hobby Philosophy has always been: If all the publishers and players keep the games going smoothly, there will be no problems and

everything will be great. So I've not involved myself in general hobby projects much. I just concentrate on keeping the LFB going. I've taken in a half dozen or so orphaned games (none in 1984), and I organize the Pacificcon Tournament every year. I wonder what I did to attract the attention of this Committee?

Dear Jim,

Dan Stafford will represent MAGUS in the California zine Dip Tourney. Please let Dan and me know when the game will start so we can send you some monies.

Dan's qualifications to be the MAGUS champion come from his solo win at Rhesia in 1982 CP.

Best, Steve Langley

(Well, the Diplomacy Jonet is for West Coast zines, not just those in California. One entry is Bruce McIntyre's zine in British Columbia. Glad to see you and Dan Stafford in the Jonet!!)

Dear Jim,

Here is a money order for my subscription to your zine, Libterrean. Please start my sub with the beginning of the DipJonet.

Overall I enjoy your zine and my compliments to the authors of the pieces in the 1984 Fall. Your editorial was close to the truth but a little brief to be fair to the subject. Take care and good health to you.

Sincerely,  
Mitchell Wagsler, Vancouver, BC

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## JOUST

The LIR has Kevin Roziewski as its Champion.  
Including HWY, there are now 5 players -- 3 from Eugene  
sides, one from Vancouver, BC, and another champion for Magnus, a  
Sacramento, CA side. Larry Peery's first nominee had to  
decline, but he may find another. Terry Teimen tried to find  
one at LepreCon, and maybe he will yet. Don DeGrande's Life of  
Monty might put one up, too. In any case, as soon as 2 more  
appear, the first ever Diplomacy Joust will begin!

## LIBOURSE:

I've added a new improvement to this game. Each Fall  
season, after all the currency trades and before the prices for  
the next season are posted, the prices are adjusted. This  
adjustment consists of a 10% modification for each supply center  
which changes hands. If a country gains two supply centers, the  
price of the currency will increase 20%. If a country loses a  
supply center, the currency will decrease 10% in price. I hope  
you enjoy the change. I discussed it with each of you and you  
all approved the idea.

This Libourse is attached to the current Top Board game.

## PBEM DIPLOMACY:

I now have 7 players signed up for a PBEM game. The game  
begins!

AUSTRIA: Kevin White  
2784 Elysium St.  
Eugene, OR 97401

ENGLAND: John McKeen  
867 Maxwell Blvd.  
Eugene, OR 97401

FRANCE: Jon Frelteg  
2392-3 Pettersen  
Eugene, OR 97405

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progress.  
The rules say carriers always have the same  
characteristic. But this is only if you use carriers and have  
no Scout vehicles. If you use Scout vehicles, your carriers  
will have the characteristics of the Scout.

Players should know any PP income increases in a zone is  
"permanent", and not merely for one month. At least one player  
was confused. Instead of "eased", I'm going to refer to the  
amount which builds PP income as the "Capitol" account.

I'm extending the deadline for September, 1989 until April  
8, 1995 to give you time to conduct initial diplomacy. We  
have 3 more players than a Diplomacy game, and a player points  
out I allow two deadlines for initial diplomacy in Diplomacy  
games.

COA: Robert Whiting, 3979 Quilling Road, Winston-Salem, NC  
27104.

## PRESS:

RYOTO (AP) American & European sources here are shocked at  
his imperial Majesty's request for Japan to arm. The  
implications of a major oriental military power in the Pacific  
are staggering! The Emperor himself has declared a new glorious  
empire of all Chinese, Mongol, SE Asian and Indian peoples,  
headed by the Japanese themselves, si conree. This wondrous  
for one, is worried.

-- Joe Schmo

TOKYO (Imperial Japanese News Service - IJNS) The IJN's  
latest editions were launched today. The carriers Abegi, Ruge,  
Rynio, Moche, Shokeku and the massive Muneehi. The battleships  
Feso, Yamashiro and the awesome Yamato. A host of other smaller  
ships were also launched.

TOKYO (AP,UPI) In an interview with the new head of all  
military forces, General Rimero, reporters are cautioned to bear

GERMANY: Peni Seiby  
1930 Coventry Way  
Eugene, OR 97405  
ITALY: Mike Harrington  
1414 East 18th Avenue  
Eugene, OR 97403  
RUSSIA: David Dowden  
25005 Butler Rd.  
Junction City, OR 97448  
TURKEY: Lynnae Clerk  
415 West Azalea  
Eugene, OR 97404

## LIBOURSE:

Players in the Libourse trade in the currencies of the Top  
Board Game, 1984 IR. You may join the game at any time by  
submitting the 43 game fee together with your request for  
assignment and a name for your country (only Top Board players  
may use the name of their position in the Diplomacy game).

Your country will have characteristics in the following  
categories: population, treasury, agriculture, military,  
industry, mineral resources, communications, transportation and  
utilities. You will receive approximately \$7,000 in currency of  
the surviving Diplomacy positions in the Top Board game. You  
must improve your country in all categories to do well. And you  
may attack one other Libourse country each turn. Random events  
may help or hinder your progress.

## ARMORED BARBARISM 1985:

NOTE: You may move on unit more than one zone per month  
according to the rules, as long as the transportation costs are  
paid (as a player points out to me!). I will require you to  
specify a path of friendly or permissive zones. If any of those  
zones becomes impassable to you, I will stop your unit's

that over 2 million men have joined the IJA. Japan's economy,  
newly strengthened, is already straining under the weight of  
this massive army and navy.

FORMOSA (IJNS) The acting commander of the Imperial army,  
Toshire Mitune, polished his sword and scratched his lice in  
anticipation. Whither blows the wind?

MOSCOW (Provd):

USSR/THE WORLD: The new Premier, Phrogusinski, in his  
first speech since the death of Stalin, pronounced the Soviet  
people's desire for peace. Saying, "A war in Europe will cause  
a holocaust in human life. The Soviet Union will actively work  
with any nation to preserve peace."

MOSCOW (Provd) The request of Finland, Estonia and Latvia  
for admission to the Soviet Republic was accepted by Premier  
Phrogusinski. Rumania's and Lithuania's requests have been  
turned down to date as their governments have not shown  
sufficient Soviet leanings. But the people of the Soviet Union  
take special interest in their continued growth.

MOSCOW/ISTANBUL: Greetings from the Soviet people. The FP  
in the Reich Sea is simply an early warning force. It is hoped  
out two nations will work together. I want to hear from you.

MOSCOW/VARSAW: Your silence is a mystery. You are between  
the two biggest military powers and don't write? Isn't this  
like playing with fire?

MOSCOW/STOCKHOLM: The Soviet people are glad to see your  
change of government. But it would have been fun.

STOCKHOLM: The former Prime Minister and his Cabinet have  
been sent on a Diplomatic mission to Haiti. Parliament feels  
this is best in view of rising tensions in Europe. No sense in  
adding possible tinder to the coming conflagration.

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## BUMPAS REVIEWS

**KAMPFGRUPPE** (1980, SSI, 993 Stierilm Rd. Bldg A-200, Mountain View, CA 94043) is the latest strategy game by Gary Grigsby. This 2-disk game simulates tactical combat between Russia and Germany from 1941 to 1945. Maneuver elements are platoons and batteries. One or two may play, or you may select the Atari to play both sides.

The Game disk provides 4 historical scenarios, set up and ready to play: Meeting Engagement East of Bryansk (7-7-42); Stalingrad (12-17-42); Kiev (11-3-43); and, Berlin (3-22-45). The last three scenarios are all assaults against prepared positions. Don't be disappointed if the game is not much of a challenge for college play. My first two games were the Stalingrad scenario, and I scored a substantive victory on each side.

Mr. Grigsby has contributed a great deal of imagination and creativity to produce a strategy game with even more flexibility than the traditional paper board game. In the 2-player mode, this game really shines.

The opening menu permits a handicap level for the current game. In addition to the 4 prepared scenarios there is the choice to build your own. This is the most powerful feature of this game. Its implementation here is the most elegant and powerful I've seen for any computer. If you choose, the Atari will draw the map, select the forces for the two sides, and deploy them for you. You can set up an entirely original scenario in a matter of seconds.

If you want to take a little longer, you may deploy your own forces. A little more time and you may select the force need. First you select either a Tank or Infantry type force (Russian); or, Panzer, Motorized or Infantry (German). Then you choose which battalions, companies and detachments you will have from a screen menu. Then when you deploy, you may substitute armored vehicles from a data card (which comes with the game).

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the heat of battle. Fog of war, and all that!

Sometimes you might try to order a unit to move and bypass a heavily defended area. But the fire of enemy units sometimes distracts attention from orders. Units may be not in "close combat mode". These units will move into the space of a firing enemy unit within 3 spaces before continuing in its commanded objective.

All commands are by keyboard, and certain commands may be given to all units in a formation. Tracks and haltracks provide transportation to guns, mortars and troops. Additionally, infantry may become "Tank Marines" and ride on tanks. The Atari keeps track of command control, and you can track the chain of command for any unit by pressing "H" until the command HQ is reached. Units do not execute commands immediately -- there is always some delay. Loss of command control extends the delay.

Combat calculation takes into account the aspect of the armored target front armor is harder to penetrate. Other elements in the combat algorithms include: weapon accuracy, number of times fired at target, defensive terrain, target movement, target silhouette, weapon penetration, number of weapons shooting at same target, and the appreciation level of the target. Ammunition is expended each turn, and I always seem to run out of it before the scenario is over. But armored vehicles may still overrun targets without ammunition. It's not as ineffective as with ammunition, but hey! If it's all you've got, you see it.

The Atari marks the game. You might achieve a draw, or a marginal, substantial, or decisive victory.

The 24 pages of documentation include maps and descriptions of the 4 scenarios. There are 5 pages of boxes containing capsule weapon descriptions and silhouettes, and a page of strategy notes. There is also a BASIC program listing with which you may test out direct fire probabilities against armored

for these vehicles assigned to the formations you chose. For instance, if the tank company you chose contains BT-7s, you can substitute T34s. You have 8 time periods from which to choose, and you cannot select a vehicle which was not available in the time period selected.

If you really want to get your creative juices flowing, you can design the map upon which you will play. The Atari will draw the map, and will incise a river if you like. It will also ask you to control the quantity of woods and broken terrain on the map. When you deploy, you may press "U" on the keyboard. This act opens the door to selecting from among 59 terrain types to place in the space under the cursor. Possible terrain includes: clear, road, town, woods, broken, slope, road/slope, river, bridge, and ford. These terrain types may be placed upon 7 different topographical levels (the line-of-sight rules are very sophisticated). The map is a 60x60 grid scrolling over approximately 18 screens, so creating a map is a big job. Each space is meant to represent 200 yards square. But you may make it just as you want it! The player control over this game is fantastic, and makes it my favorite game.

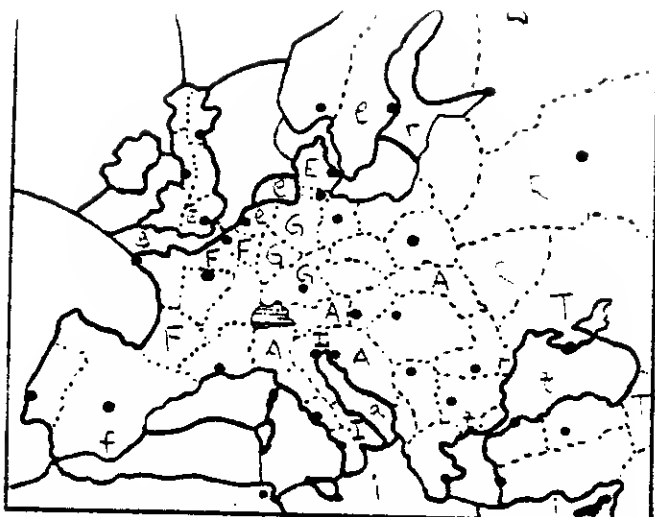
Players also choose the scenario type from among the following choices: Pursuit, Assault, or Meeting Engagement. And you may choose the size of the battle: Large, or Small. Large battles have twice as many units as Small ones.

In play, the screen shows to each player only those enemy units visible to his units. There is a View command which will paint in orange all the spaces a unit can see. Another command will list each target a unit can see. Sometimes you can "see" units to which none of your units have a direct line of sight. This occurs when weapons fire indirect fire. But spotting enemy artillery occurs in real life, too. Other times, you might find a unit of yours cannot "see" an enemy unit in plain sight. This might occur when there are multiple targets. In real life units sometimes concentrate upon certain units and ignore others in

targets. Finally, there is a 5-page combat sheet story.

This game will probably have more play value in it than any previous strategy game. You probably will not live long enough to play all the possible combinations of scenarios possible with this game. Kampfgruppe is getting very close to a strategy game generator for those with the creativity to develop new games but who lack the programming skill to translate their ideas to bits and bytes. I hated to put aside Gary Grigsby's War in Russia game, but this one has to be played.





1984 IR TOP BOARD FALL, 1902:

AUSTRIA (GARDNER):  
A-tri)TYAS, A-lye)PIES, A-oor)TRIS, F-elhiADRS, A-GALS()wer;  
ENGLAND (KOZLOWSKI):  
F-nih)HOLS (SI by F-HELs, A-DENS()hie, A-LONS, F-SVES;  
FRANCE (TUHARSKY):  
A-har)BELS ISI by A-PICs, A-GASs()har, F-per)SPAsec;  
GERMANY (GORHAM):  
F-hol)ENGs, A-MUNS()har, A-RUMs()hol, F-hol/e/ /&/ F-KIES /e/  
o.o.;  
ITALY (CHEEK):  
F-len)EASs, F-nep)JONS, A-VENS & A-APUS ISI o.o.;  
RUSSIA (TRIFKOVIC):  
F-BOTS colln the English llee! in Sweden neety nemes.  
A-UKRS()war, F-ble)RUMs, A-MOSs()nev;  
TURKEY (GRAESSLE):  
F-eh)BLAS, A-run)SEVS (SI by A-ARMS, F-con)BULSec.

The deadline for Winter, 1902 is 1.00 pm, April 0, 1905.

#### CENTER DISTRIBUTION:

AUSTRIA: home, oer, gre, (5) (01;  
ENGLAND: home, den, nwy, SWE, HOL (7) (+21;  
FRANCE: home, por, SPA, BEL 16) 1+21;  
GERMANY: home, /hel/, /hol/ 13) 1+21;  
ITALY: home, inn (41 10);  
RUSSIA: oip, war, mos, /sev/, RUM (41 (01;  
TURKEY: home, /rum/, BUL, SEV (5) 1+11.

#### PRESS:

AUS)ENG: I'm quite impressed with your vessel-otete  
Germany. How do you keep him so obedient?  
AUS)FRA: You're the pollen! one, aren't you? Good things  
come to he who waits.

TUR)AUS: Did everything work out?  
TUR)FRA: How are things working out now?  
TUR)GER: Good luck on your attempt to work things out.  
TUR)ENG: We might be able to work things out between us.

#### LIBOURSE

1984TB

FALL

1902

NET VOLUME TRADED  
WINTER, 1902's PRICES

ACRACIA POP: 656 Area: 42km<sup>2</sup>  
Currency holdings: 012599  
EVENTS: FOOD SURPLUS!

BYZANTUM POP: 514 Area: 5km<sup>2</sup>  
Currency holdings: 90256  
EVENTS: MILITARY VICTORY! FOOD SURPLUS!

WALES POP: 1053 Area: 470km<sup>2</sup>  
Currency holdings: 90  
EVENTS: WALES defeated BYZANTUM! MILITARY VICTORY! EARTHQUAKE!

AUSTRIAN CROWNS	ENGLISH POUNDS	FRENCH FRANCS	GERMAN MARKS	ITALIAN LIRA	RUSSIAN RUBLES	TURKISH PIASTRES
-4665	11350	0	-2539	0	-1440	0
90.96	91.55	91.02	90.77	90.05	90.71	90.94

0	7790	1000	0	1000	0	1000
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0	4550	936	0	936	0	936
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0	0	0	0	0	0	0
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1984 AI SPRING, 1906

FI DRAW PROPOSED!

#### AUSTRIA (GESTIEHR):

!Thanks to Ken Gestiehr, BOX 302, EL CANON, CA 92022;  
(A-vle-r-GALS); A-SILs (SI F.A-Kie()ber INSOL, A-SERs()lr,  
A-BUDs()inle /o/ by A-GALS;

#### FRANCE (KOZLOWSKI):

A-har)MUNS (SI by A-RUMs & A-KIES, F-nwy)HARS, F-nih)SKAS /s/ by  
F-DENS, F-HELs (SI A-Kie, A-hol)HOLS, A-EDIs, A-pie)TYAS,  
F-eng)NTHs;

#### GERMANY (GORHAM):

A-mun/d/ /6/ A-BERs (SI) o.o.;

#### ITALY (LEE):

MMH! (Pinelet) F-NAPS, A-VIES, A-TRIS, A-VENS, A-GRES, F-CONS,  
F-BULSec, F-JONS, F-AEGs, A-APUS;

#### RUSSIA (DITTER):

A-FINS (SI F-NWYs, F-SVESs()den, A-RUMs()gol, F-BLAS()con,  
A-orn)SMYS;

#### TURKEY (CIVIL DISORDER):

A-ANKs.

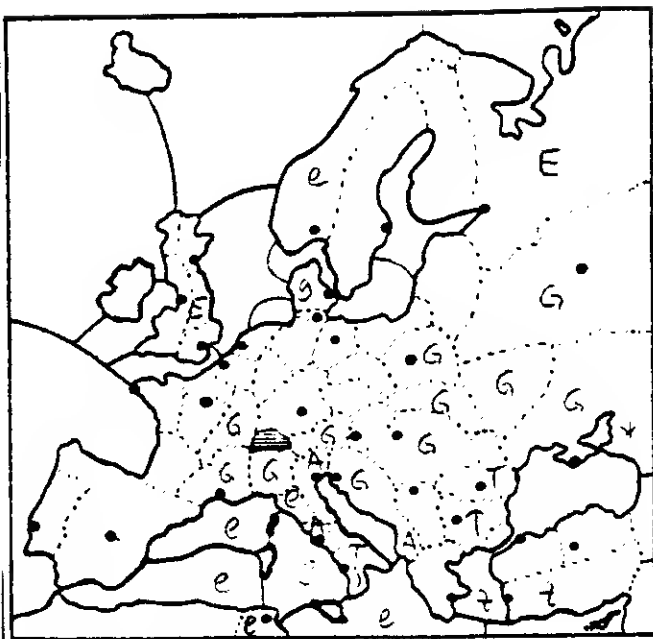
The deadline for BOTH Winter, 1906 AND Spring, 1907 is 1.00 pm,  
Monday, April 0, 1905.

#### CENTER DISTRIBUTION:

AUSTRIA: /vie/, hnd, oer, war 13) 1-11;  
FRANCE: home, spa, por, ion, edl, hol, hol, lpl, hie, DEN,  
MUN (131 (+21;  
GERMANY: hsr, /mun/ /den/ (1) 1 ober) 1-11;  
ITALY: home, tun, trl, gre, hnl, /smv/, con, VIE 191 101;  
RUSSIA: oip, moo, oen, swe, nwy, rum, SMY (71 1+11;  
TURKEY: enk, (11 (0.

#### PRESS:

FRANCE)ITALY: I agree.



1983 HQ FALL, 1908

AUSTRIA (COTTLE):

[A-tri-r-ALB1; A-ALB1(gro, A-VEN1(tri, A-ROM1 /s/ 1.F-Map;

ENGLAND (PHROGUS):

F-VE11(s)spoc, A-YOR1, F-WY1 (S) A-STP1 (S) G.A-Mos, F-LYOR1(mar, F-TUS1(rom (S) by F-TY1, F-ION1(nap, F-TUN1(ion, F-gro/e/(h)inc;

GERMANY (MOYER):

F-kie)DEN1, A-MAR1(spe, A-BUR1(mar, A-PIE1(oon, A-TY1 & A-BUD1 (S) A-TR11 /n/ A-Bud, A-GAL1(rom, A-akr)SEV1 (S) by A-MOS1, A-ver)UKR1, A-sil)WAR1;

ITALY (KOZLOWSKI):

F-MAP1/s/ A.A-Rom;

TURKEY (WHITING):

(COA: 3979 Quilling Rd., Winton-Salem, NC 27104); A-ser)GRE1 (S) by A-BUL1 & F-AEG1, F-con)SMY1, A-ROM1 /&/ A-sev/d/ /n/ o.o..

The deadline for Winter, 1988 in 1.00 pm, Monday, April 8, 1985.

CENTER DISTRIBUTION:

AUSTRIA: /tri/, von, rom (2) [-11;

ENGLAND: home, bro, nvy, swe, stp, spe, por, tun (10) 1 short [-11;

GERMANY: home, den, bol, bel, par, mar, war, mos, etc, bed, TRI, SEV (14) [-21;

ITALY: nep, (1) (01;

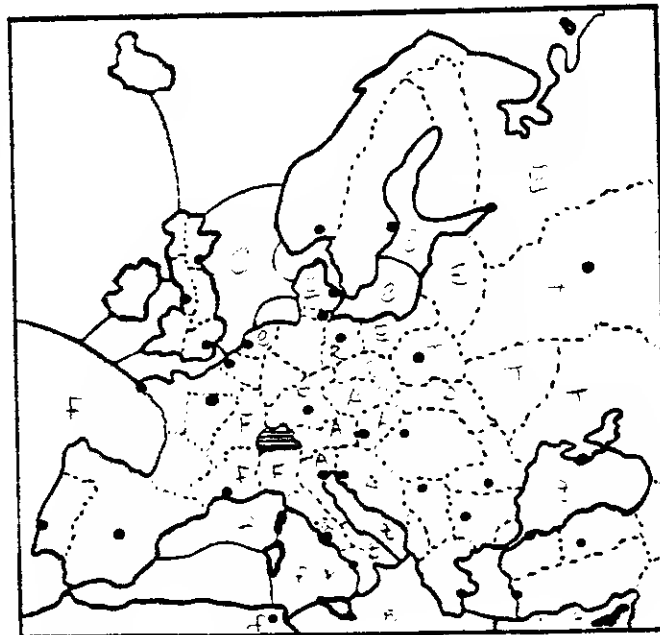
TURKEY: home, /nee/, bul, gro, aer, rum, (7) [-11;

PRESS:

GER)TUR: Welcome to the game.

GER)ENG: Back in Fell, when I took WAR, I promised myself I would go for the win. But later on I decided a draw would be good enough, knowing I could have won. But when I read your press to Greece in issue 228 I realized if the roles were reversed I would have come in second place.

ITALY)GE: I don't know who voted against the draw, but it wasn't me -- and I doubt it was Austria or Turkey. If you're going for 17-17, let us know so we can make it affliction! -- otherwise, who's going for the win!



1984 CM SPRING, 1904

FEAT DRAW PROPOSED!

AUSTRIA (GARDNER):

A-GAL1 (S) T.A-Var, A-TR11, A-ROM1, A-VIE1, A-TY1(pte, A-rom)VEN1, F-nep)ROM1, F-olb)ION1;

ENGLAND (GESTIEHR):

A-ed1)DEN1 (C) by F-WTH1, A-den)PRU1 (C) by F-BAL1 (S) by A-LVA1 (S) by F-BUT1, A-STP1(mos, F-HOL1;

FRANCE (NESTER):

F-bro)MID1, A-kie)MUN1 (S) by A-BUR1, A-spe)PIE1 (C) by F-LYOR1 & (S) by F-MAR1, F-wen)TY1 (S) by F-TUR1;

RUSSIA (MILEWSKI):

A-SIL1 & A-BER1 (S) o.o..

TURKEY (KOZLOWSKI):

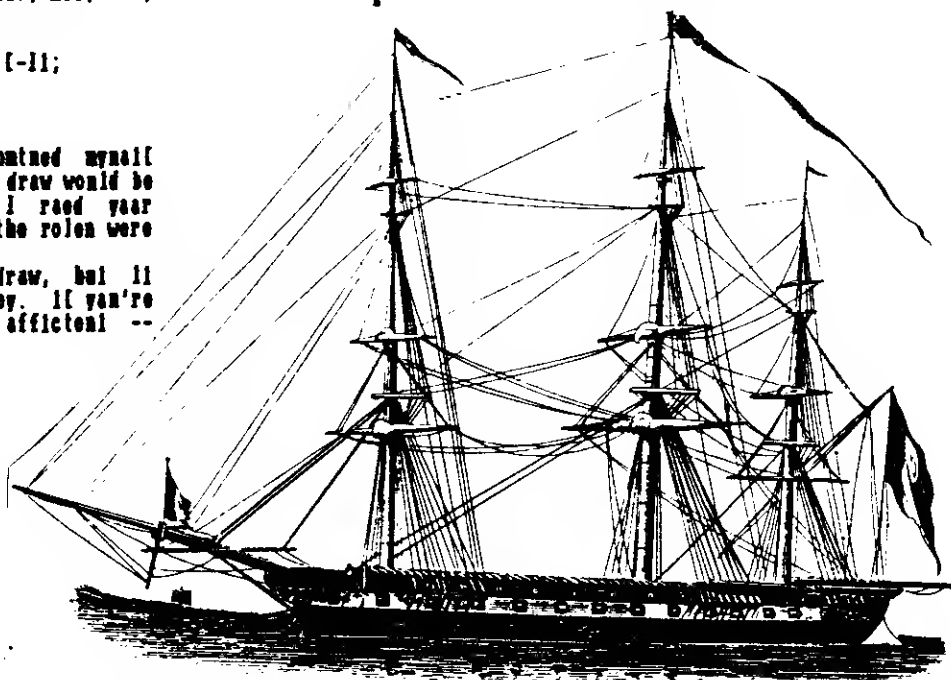
A-enk)SEV1 (C) by F-BLA1, A-VAR1 /&/ A-MOS1 (S) o.o., F-ion)APU1, F-EAS1 & F-ADR1 (S) A.F-a)h)ion, A-UKR1 (S) A-Var.

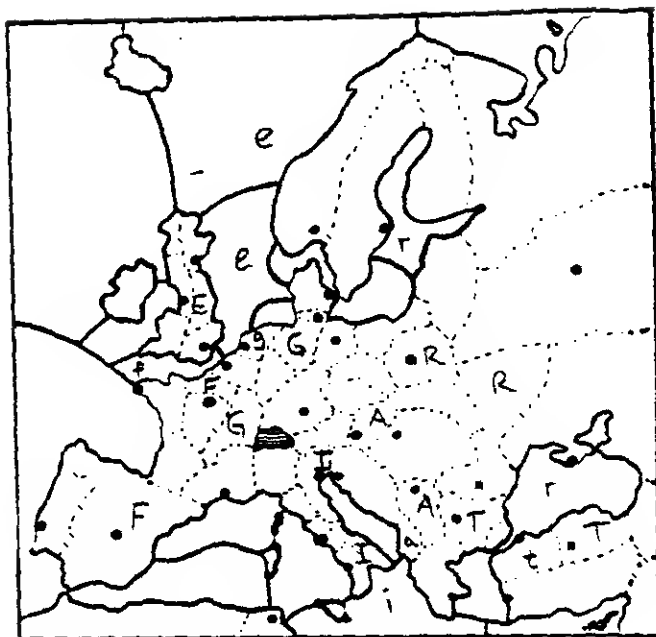
The deadline for Fell, 1904 to 1.00 pm, Monday, April 8, 1985.

PRESS:

ENG)TUR: I know, I know, subtly is so my strong point. But I got tired of leaning on polar bear.

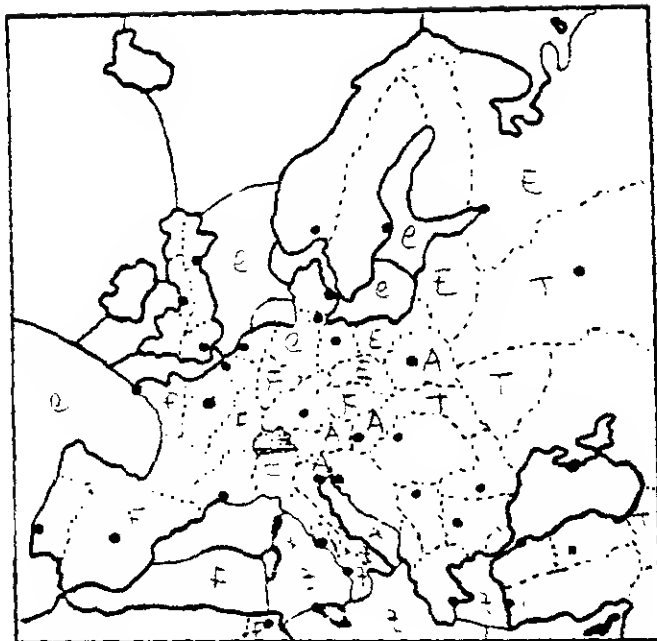
FRANCE)GREECE: We hope the battles which are going to take place in your lands do not destroy the historical landmarks of your pent.





The deadline for Fatt, 1901 is 1.00 pm, Monday April 8, 1985.

AUSIGN: Jim, Have you no shame! Putting one man in the position of playing Austria 3 times in succession?! I thought you esa prefareca tisto.

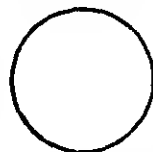
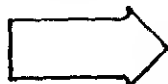


**The deadline for FALL, 1907 is 1.00 pm, Monday, April 8, 1985.**

ROME) FRIENDS: Sorry for not writing, but I was out of town for several weeks.

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THIS IS A SAMPLE	I SOLICIT A PLUG	I SOLICIT A TRADE	SEE PAGE(S)	YOUR SUB IS GOOD THROUGH#
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